



XBOX 360®

DEADPOOL

YOUR
GUIDE
TO ME



ACTIVISION®

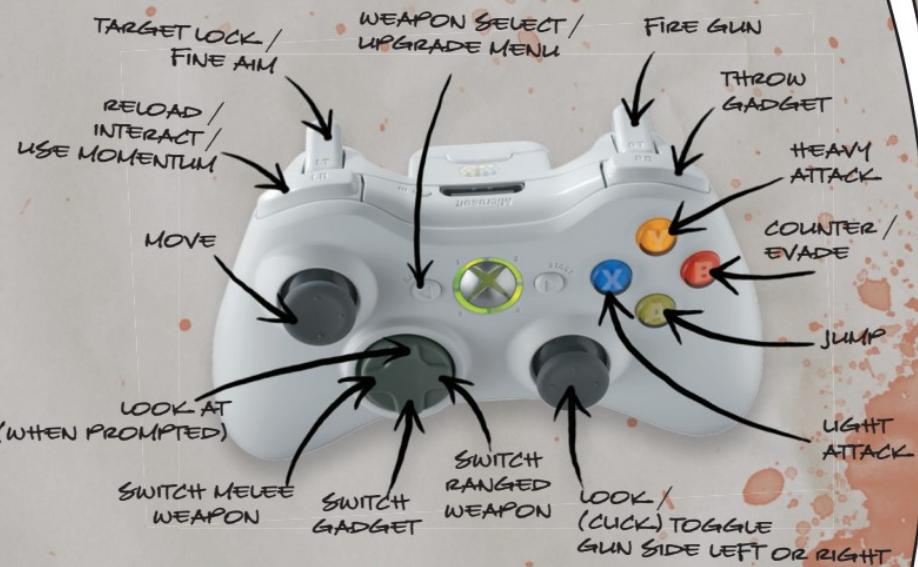


WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.
www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTROLS



GO AHEAD...
TOUCH MY BUTTONS.

I DARE YOU!

MAIN MENU

After starting the game and selecting a storage device, there are several options to choose from.

Continue - Start from the last checkpoint reached in the game.

New Game - Select your difficulty and begin a new game.

Settings - Adjust your audio, display, controls settings and reset upgrades.

Challenges - Select an arena challenge mode map to play.

Extras - View character bios.



SAVING THE GAME



At certain points during the game, checkpoints will trigger, saving your progress. Older checkpoints are overwritten by newer ones. When the game is saving, an "Autosave Icon" is displayed at the bottom left of the screen.



PAUSE MENU

When pressing START, several options are available in-game.

Resume Game – Continue your currently paused game session.

Restart From Last Checkpoint – Returns you to the last checkpoint you reached in the current level.

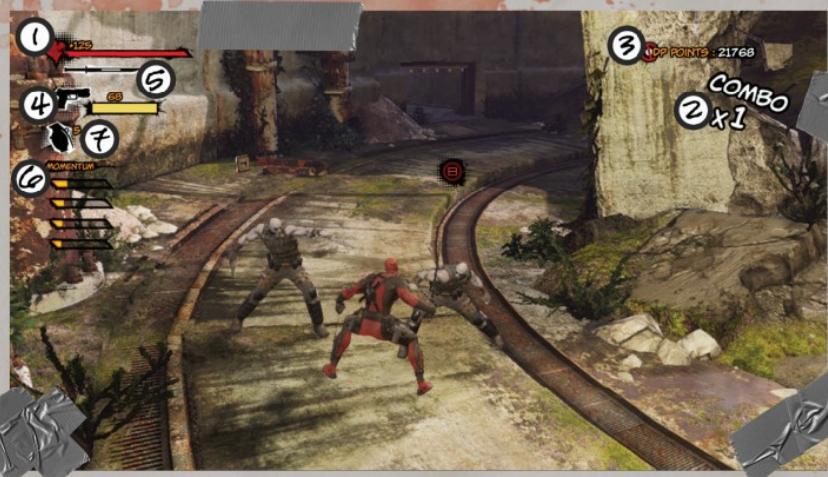
Restart Chapter – Returns you to the beginning of the current level.

Settings – Adjust your audio and controls settings.

Quit Game – Quit the game and return to the Main Menu.

CAN I USE
THIS MENU TO
ORDER TACOS?





HEADS-UP DISPLAY

- 1. Health Bar** – When the player takes damage the health bar will deplete. When very low the screen will become increasingly red. Avoid taking damage for a while and health will begin to regenerate.
- 2 Combo Counter** – Counts the number of consecutive hits in the current combo. Taking damage resets the counter.
- 3. Deadpool Points** – Shows the current amount of Deadpool points you have.
- 4. Ranged Weapon** – Shows the current ranged weapons you have selected.
- 5. Melee Weapon** – Shows the current melee weapons you have selected.
- 6. Momentum Meter** – Shows the current amount of momentum you have stored for each momentum attack you have unlocked.
- 7. Gadgets** – Shows the current amount of gadgets you have selected.

IF ALL ELSE FAILS...

...JUST MASH
A BUNCH OF
BUTTONS.



CUSTOMER SUPPORT

Please visit our website <http://support.activision.com> for our extensive knowledge base and the latest information on how to get help.

Local rate, may vary per provider: +44 845 5280 269 (UK), 01 9036 586 (Rep. of Ireland).

For more information, go to:

www.DeadpoolGame.com

www.facebook.com/RealDeadpool

PRODUCT LICENCE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

**PRO TIP -
POWER CORDS
SHOULD BE
PLUGGED IN!**



ACTIVISION

activision.com

www.DeadpoolGame.com



MARVEL

Activision Blizzard UK Ltd., Ground Floor, 3 Roundwood Avenue, Stockley Park, Uxbridge, UB11 1AF.

Marvel, Deadpool and related characters: TM & © 2013 Marvel & Subs. Game © 2013 Activision Publishing, Inc. ACTIVISION is a registered trademark of Activision Publishing, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.